

Expanded Content Update 1



INCLUDES:

5.1 Surround Presets
Envelope Sequenced Presets
Enhanced Rhythmic Loop Suites
Percussive Kits, Tonal Instruments and FX



Introduction

EVOLVE was created to provide users with an inspiring host of signature sounds and an incredibly productive workflow. To that end, Heavyocity is continuing to develop ways to work with EVOLVE. This new, tricked-out batch of presets will compliment and enhance EVOLVE's core library.

Update Contents:

150+ NEW PRESETS

5.1 Surround Presets

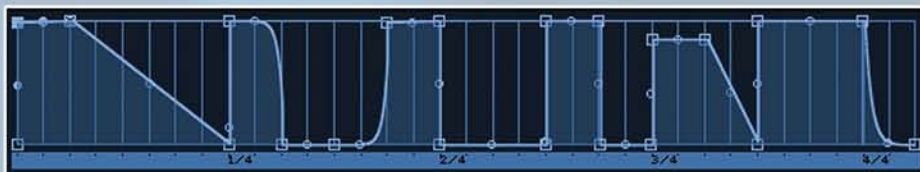
Many of EVOLVE's existing pads and fx, melodic sounds, and tonal arpeggiations have been formatted in surround. You will find a host of immersive tonal and sound design instruments perfect for surround projects.

Envelope Sequenced Instruments

This new component of EVOLVE draws upon Kontakt 2's Flex Envelope Modulator to create interesting, tempo synced tonal and timbral shifts over time. While these new

presets are more electronic

in nature, they're extremely useful in supporting rhythmic grooves and tonal motifs.



Performance Enhanced Rhythmic Loop Suites

Dive head-first into real-time rhythmic dysfunction with this collection of performance-enhanced loop suites. From a mashed up live remix to a murky crime scene underscore, users can now experience unprecedented control over pitch, timbre and tempo using real time controllers.

Features include:

- Effortless creation of radical breaks, lo-fi glitch/stutter effects, and effectual rhythms
- Modwheel generated performance mutations and articulations of tempo-locked loops
- Remapped percussive menu loop suites (toms, hats, dramatic metals)
- Real-time/half-time control of EVOLVE's original genre-based loop suites

Percussive Kits

Remapped percussive kit menus (all kicks, all snares, all hats kits). In addition, several new FX percussion instruments have been created to provide additional impact and drama. With names like "Impactasaurus" and "Trailer Smash" one can only imagine!

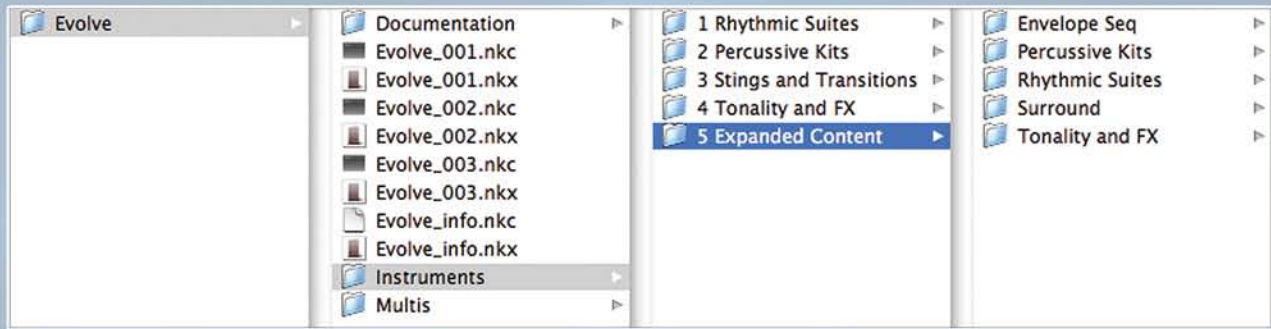
Tonality and FX

Building upon the unique collection from the core library, a new batch of tonal and effectual instruments are included. Inside, you'll find an array of sounds ranging from vicious synths to sparkling ambient pads.

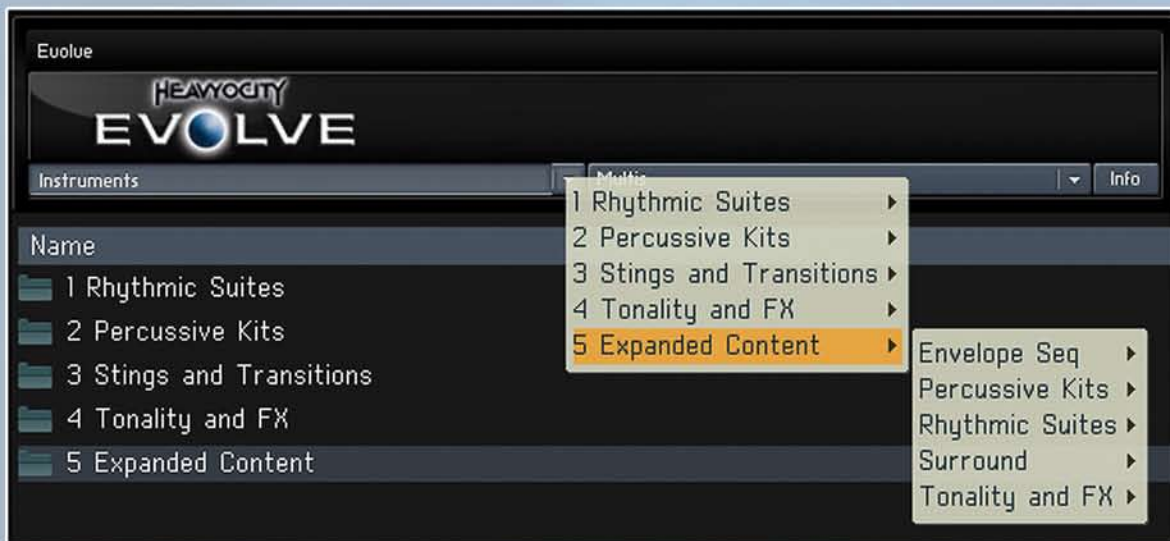
EVOLVE EXPANDED CONTENT UPDATE 1

Installation

Installing the expanded content is incredibly easy. Simply unzip the EVOLVE_ExpandedContent_1.zip file, and drag the "5 Expanded Content" to the Heavyocity/Evolve/Instruments directory. The core library presets will not be affected by this process.



Once the folder is copied, the instrument presets show up in a new directory entitled "5 Expanded Content" for instant access. Expanded content presets can be easily resaved/moved to the original instrument directories.



Tonal Menu Loop Suite Guide

The following page contains a chart which breaks down the core library's individual loops contained in the Tonal Menu Loop Suite. Users can now easily access the Tonal Menu loops' corresponding single and combination* presets.

*Please note that not all of the menu loops are represented in the combination loop presets.

RHYTHMIC LOOP SUITES

Tonal Menu Breakdown



Menu Note	Single Preset	Combination Preset	Sample Name*
C0	(A-1) LPS TL BASS MENACE	LPS TL BASSIC DISTORTIONS	TL_110_Bass_Menace_01.wav
	(Bb-1) LPS TL GNARLEY GROOVE	LPS TL DRUM DIRT WITH 7	TL_095_C_Gnarly_Groove.wav
	(B-1) LPS TL DISTO POUND	LPS TL BASSIC DISTORTIONS	TL_110_Bass_Disto_Pound_01.wav
	(C0) LPS TL DISTO PIANOCKER	LPS TL BASSIC DISTORTIONS	TL_Bass_Disto_Pianocker.wav
	(Db0) LPS TL MAD BASS	LPS TL SYNTH ABRASIONS	TL_100_FMadBass.wav
	(D0) LPS TL BASSIC DISTO DRUM	LPS TL DRUM DIRT WITH 7	TL_080_Distonal_Drum_01.wav
	(Eb0) LPS TL BASSIC COUNTER PUNCH	LPS TL SYNTH ABRASIONS	TL_100_Bass_Counteract_01.wav
	(E0) LPS TL BASSIC EVIL SHAPER	LPS TL BASSIC ATTITUDES	TL_080_Bassic_C_Evil_Shaper.wav
	(F0) LPS TL BASSIC ATTITUDE	LPS TL BASSIC SYNTH PEDALS	TL_080_Bassic_Attitude_02
	(Gb0) LPS TL RESO CAVERN PIANO	LPS TL CHILL FACTORS	TL_042_Piano_Reso_01.wav
C1	(G0) LPS TL THUMPER MUTE	LPS TL BELL SHAPED GROOVE	TL_077_Thumper_Mute.wav
	(Ab0) LPS TL BASSIC KRUNCHINESS	LPS TL BASSIC BUDDA	TL_100_A_CCrunchiness.wav
	(A0) LPS TL BASSIC BOINKIN	LPS TL BASSIC BUDDA	TL_120_BonkinC.wav
	(Bb0) LPS TL BASSIC THUMPTICK	LPS TL BASSIC BUDDA	TL_100_CTHumtpick.wav
	(B0) LPS TL BASSIC DUB EAT	LPS TL CHILL FACTORS	TL_100_A_DubEat.wav
	(C1) LPS TL BASSIC BOW WOW	LPS TL ODDITY MACHINE	TL_080_Cool_Bassic_01.wav
	(Db1) LPS TL BASSIC THIEVERY	LPS TL TRIBAL SYNTHOS	TM_100_FallingGlitches.wav
	(D1) LPS TL ELECTROLYSIS	LPS TL ROBOTRONIC	TM_100_Electrolysis.wav
	(Eb1) LPS TL BASSIC SQUARE SUB	LPS TL BASSIC SYNCOPATION	TL_100_GSUB.wav
	(E1) LPS TL ELECTRIC SQUARES	LPS TL BASSIC SYNTH PEDALS	TL120_CLegUp.wav
C2	(F1) LPS TL BASSIC THREATS	LPS TL BASSIC ATTITUDES	TL_110_Bassic_Threats.wav
	(Gb1) LPS TL BASSIC DRIVEN ONE	LPS TL BASSIC SYNCOPATION	TL_070_Driven_One.wav
	(G1) LPS TL BASSIC ATTITUDE	LPS TL BASSIC SYNTH PEDALS	TL_100_Bassic_Attitude_01
	(Ab1) LPS TL BASSIC FUNKTION	LPS TL BASSIC SYNTH PEDALS	TL_090_Bassic_Funktion.wav
	(A1) LPS TL BASSIC STEALTH 3	LPS TL DRUM DIRT WITH 7	TL_100_Bass_Drum_Tone_03.wav
	(Bb1) LPS TL BASSIC STEALTH 4	LPS TL BELL SHAPED GROOVE	TL_Bass_Drum_Tone_02.wav
	(B1) LPS TL BASSIC STEALTH 2	LPS TL STEALTH REACTIONS	TL_090_Drum_Tonal_01.wav
	(C2) LPS TL BASSIC STEALTH 1	LPS TL STEALTH ACTIONS	TL_090_Bass_Synth_Brigade.wav
	(Db2) LPS TL FINDING THE KILLER	LPS TL STEALTH REACTIONS	TL_070_Finding_The_Killer.wav
	(D2) LPS TL TONAL BULBS	LPS TL STEALTH ACTIONS	TM_080_Bassic_Tonal_Hat.wav
C3	(Eb2) LPS TL SPY FACTOR	LPS TL STEALTH ACTIONS	TL_080_Mid_Cing_Spy_Factor.wav
	(E2) LPS TL TRIBAL BUCKETS	LPS TL TRIBAL SYNTHOS	TM_080_Bucketted_Up.wav
	(F2) LPS TL DUMBK Ostinato	LPS TL TRIBAL SYNTHOS	TM_Dumbek_Ostinato.wav
	(Gb2) LPS TL SYNTHETIC WAIVERS	LPS TL INTROSECTION	TH_070_OstiNOT.wav
	(G2) LPS TL RESO PEDAL 1	LPS TL PEDAL ON MINMAJ 3RD	TL_100_Bass_ResoGroove_01.wav
	(Ab2) LPS TL RESO PEDAL 2	LPS TL SWEEPING SYNTH OSTI	TL_140_Bass_ResoGroove_02.wav
	(A2) LPS TL READY TO RUN	LPS TL SWEEPING SYNTH OSTI	TM_100_Ready_To_Run.wav
	(Bb2) LPS TL SYNTHOPATED	LPS TL BASSIC SYNCOPATION	TM_070_Synthopated.wav
	(B2) LPS TL BASIC SHRED	LPS TL CHUGGIN WITH DIRT	TM_110_Basic_Shred.wav
	(C3) LPS TL GUITONAL WAH	LPS TL CHUGGIN WITH DIRT	TM_090_Mid_Wah_Tonal_01.wav
C4	(Db3) LPS TL BITING SYNTHAXE	LPS TL CHUGGIN WITH GRIT	TL_100_Bassic_Raz_Pedal.wav
	(D3) LPS TL DISTO BYTES	LPS TL CHUGGIN WITH GRIT	TL_120_Bass_DistoBite.wav
	(Eb3) LPS TL EVIL SYNTORT	NONE AVAILABLE	TM_080_Bass_EvilSyntort_01.wav
	(E3) LPS TL RAZOR POUND	LPS TL CHUGGIN WITH GRIT	TM_090_Razor_Pound_01.wav
	(F3) LPS TL CRISPY GWATAR	LPS TL CHUGGIN WITH DIRT	TM_100_Crispy_Gwatar.wav
	(Gb3) LPS TL ELECTROFRIED	LPS TL ROBOTRONIC	TM_100_Odd_Tuneage.wav
	(G3) LPS TL GUITARSICA 1	LPS TL STRAT GUITARSICA	TM_100_Guitarisica_01.wav
	(Ab3) LPS TL GUITARSICA 2	LPS TL STRAT GUITARSICA	TM_080_Guitarisica_02.wav
	(A3) LPS TL GUITARSICA 3	LPS TL STRAT GUITARSICA	TM_080_Guitarisica_03.wav
	(Bb3) LPS TL RHODE TO KNOWHERE	LPS TL CHILL FACTORS	TM_070_Road_To_Knowhere
C5	(B3) LPS TLCCRUNCH COMPED	NONE AVAILABLE	TH_100_CCrunchComped.wav
	(C4) LPS TL TRANCE ATLANTIC	LPS TL CHILL FACTORS	TM_100_Cm_Traverse.wav
	(Db4) LPS TL DISTORTED HOUSE	NONE AVAILABLE	TM_120_Distorted_House.wav
	(D4) LPS TL MINOR 1 4 NEMO	NONE AVAILABLE	TM_090_Minor_1_4_Nemo.wav
	(Eb4) LPS TL AEOLIAN HOUSE	LPS TL HOUSE PLAY	TM_120_Aeolian_House.wav
	(E4) LPS TL SYNTH FILTEROID	LPS TL SUBURBAN SPRAWLS	TM_110_Mid_Pop_It.wav
	(F4) LPS TL PERCOLATING ORGANS	LPS TL SWEEPING SYNTH OSTIS	TM_080_Sorta_But_Not.wav
	(Gb4) LPS TL AYOO FLAT 7 OSTI	LPS TL SUBURBAN SPRAWLS	TM_100_Ayoo_Flat_7_Osti.wav
	(G4) LPS TL MIND OUT	LPS TL INTROSECTION	TM_080_Mined_Out_01.wav
	(Ab4) LPS TL MINOR OCTAVES	LPS TL INTROSECTION	TM_080_Minor_8ves.wav
C6	(A4) LPS TL MODERN SYNTHETICS	LPS TL ALIAS SOLITUDES	TH080_Alien_Synth_Line_01.wav
	(Bb4) LPS TL SOLEMN SYNTHETICS	LPS TL ALIAS SOLITUDES	TH_100_Solemn_Synthetic.wav
	(B4) LPS TL BIT CRUSHED TRIP	LPS TL ALIAS SOLITUDES	TH_080_Bit_Crushed_Trip_02.wav
	(C5) LPS TL SINE ME UP	LPS TL SUBURBAN SPRAWLS	TM_080_Sine_Me_Up.wav
	(Db5) LPS TL HIGH PLINKY	LPS TL HOUSE PLAY	TM_120_Hi_Plinky_Osti.wav
	(D5) LPS TL MINORLY SQUARED	NONE AVAILABLE	TH_100_Hi_Minorly_Squared.wav
	(Eb5) LPS TL ROOT 2ND MINOR 3RD	LPS TL PEDAL ON MINMAJ 3RD	TH_100_2ndminor3rd.wav
	(E5) LPS TL ROOT 2ND MAJOR 3RD	LPS TL PEDAL ON MINMAJ 3RD	TH_100_2ndmajor3rd.wav
	(F5) LPS TL PLUNK TONES	LPS TL CRISPY PERCOLATOR	TM_120_Off_Toner.wav
	(Gb5) LPS TL DISTONAL DRUM	LPS TL CRISPY PERCOLATOR	TH_095_Distonal_Drum_02.wav
C7	(G5) LPS TL DISINTIGRATED PEDAL	LPS TL CRISPY PERCOLATOR	TH_100_Hi_Wicked_One_01a.wav
	(Ab5) LPS TL CYBER SYNTHOPATION	NONE AVAILABLE	TL_090_Bass_Synthetic_01.wav
	(A5) LPS TL CYBER TALK BOX	NONE AVAILABLE	TM_100_Bassic_Funkier_01.wav
	(Bb5) LPS TL ITCHY 1	LPS TL GLITCHY SMACKY	TM_075_ItchyF_01.wav
	(B5) LPS TL ITCHY 2	LPS TL GLITCHY SMACKY	TM_075_ItchyF_02.wav
	(C6) LPS TL WAH PUMPER	LPS TL STEALTH REACTIONS	TM_080_Wah_Wiffer
	(Db6) LPS TL WHUM WHOM WAAM	NONE AVAILABLE	TM_075_Whum_Whom_Waam.wav
	(D6) LPS TL KILL POKE	LPS TL GLITCHY SMACKY	TM_080_Kill_Poke_Tones.wav
	(Eb6) LPS TL SUSPENSE BELLS 2	LPS TL CREEPY BELLHOPS	TH_080_Michael_Vibe.wav
	(E6) LPS TL SUSPENSE BELLS 1	LPS TL CREEPY BELLHOPS	TH_080_Jason_Vibe.wav

* Sample names are provided for users of the full version of Kontakt 2 or 3.